

---

Subject: Re: Request HUD Scripts Code

Posted by [Tunaman](#) on Tue, 23 Oct 2007 22:07:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's like three lines of code.. If that's all you want fixed, I can do it when I get home. Or I can just give you my own edited shaders.dll which supports reading all the map info from a single file, blinking lights, and I don't even remember what else..

---